

About Me

My name is Kevin Sohn. My friends call me Min.

Wearing a both SRE and Release Manager title, my position was to be a collaborator within cross-functional teams. I was excited to be the point-of-contact to take the projects from zero to 1, building and managing processes such as CI/CD pipeline, cloud infrastructures, containerization and infrastructure-as-code. I initiated the process of nightly-test runs and reporting tools to help make decisions on production release readiness.

Areas of Expertise

- AWS | Azure | GCP
- Kubernetes | Containers
- Infrastructure-as-Code | Pulumi
- GitHub Actions | Jenkins | Groovy
- Jira | Confluence | KPI management
- Scripting | Python | JavaScript
- QA Automation | Selenium | Robot Framework
- API Testing | Postman | Newman
- Audio Signal Processing (DSP)
- Post Processing and Audio Editing
- Korean | English fluent

Professional Experience

> Microsoft (contract via Insight Global)

Technical Support Engineer

2024.03 - present

- Responsible for support requests from the customers regarding Azure products related to Kubernetes and containers.
- Translating support requests and documentations to ensure the fluid communication between Microsoft and customers in South Korea.
- Collaboration with cross-functional teams to review, investigate and solve the Azure customer technical issues.

> Center ID

Site Reliability Engineer | Release Manager

2020.01 - 2023.11

- Managed CI/CD process to support Agile SDLC, microservices deployment to AWS Lambda and Kubernetes clusters/nodes, increasing uptime.
- Cloud infrastructure and microservices monitoring using CloudWatch, Sentry and Prometheus.
- Initiated release readiness indication process by implementing nightly-test runs and reporting tools such as Allure.
- Standardized development and deployment environment by managing containers.
- Analyzed risks for customers in cross-team daily triage and Sprint production release meetings.
- Managed AWS resources such as EKS, ECS, Route 53, DynamoDB, VPC and more.
- Initiated Infrastructure-as-Code using Pulumi.

> Center ID

QA Lead

2016.12 - 2019.12

- Established and defined QA process for finance expense application, full-stack in agile-driven development cycle.
- Manual and Automated test suite for React-based web application using Robot Framework and Selenium.
- Automated RESTful API endpoints tests using Postman and JMeter.
- Manual and automated testing mobile applications in both Android and iOS platforms.
- Utilizing Sumologic and CloudWatch to search through logs and pinpoint issues.

> Cyanogen, Inc

Audio Test Engineer

2015.04 ~ 2016.07

- Established and managed testing documents for manual testers in overseas.
- Established Audio QA process for Cyanogen OS, in-house and third party applications' functionality, creating manual and automated test processes,
- Participated in audio hardware testing; signal interference, noise and test per hardware revision.
- DSP audio quality test through ACDB on core apps such as Dialer, Skype integration, Google Music and etc.

> **Samsung Electronics America**

Audio Test Lead | Test Lead

2013.01 ~ 2015.05

- Audio Test Lead for various AT&T and T-Mobile Samsung devices to achieve market-ready audio quality - Samsung Galaxy S5 (T-Mobile), Samsung Galaxy Light (T-Mobile), Samsung S4 Zoom (AT&T), Samsung Rugby 4 (AT&T), Samsung S3 Mini (AT&T) and more.
- Test Lead for Samsung Galaxy S6 Edge for T-Mobile. Focused QA on baseband such as VoLTE, LTE, 3G, 2G SRVCC and handovers, GPS, RF Performance and Audio.

> **En Masse Entertainment**

Bilingual QA / Audio QA

2011.12 ~ 2012.08

- Credited for AAA MMORPG title, TERA Online
- Software, service and hardware compatibility QA for pre/post release of products.
- Documents and bugs translation, to ensure the fluid communication between US and Korea using JIRA.
- Audio QA.
- Composed logo audio for En Masse Entertainment.

> **Google (contract)**

Visual Data Specialist

2011.01 ~ 2011.11

- Working as a team to optimize tools and processes, analyze data for errors, and make quick, analytical decisions based on existing policies and procedures for Google Maps.

> **VMC Game Labs (contract)**

Bilingual QA in Functional QA

2008.08 ~ 2009.09

- Functional QA in Xbox360 Software Certification lab
- Bilingual QA in English and Korean

Certification

- AWS Certified Cloud Practitioner - 90b63dd7c8eb42d19d9eb54e349ac620
- Microsoft Certified: Azure Fundamentals - 14CE0L-B4F369
- CompTIA A+ - COMP10523975

Publications

- Windows XP for Multimedia and Home Networking (Korean) - ISBN: 89-8397-097-9

Education & Training

- 900 Hours of Audio Engineering Training Program, Professional Audio Production - Los Angeles Film School, Hollywood, CA

Awards

- Best Audio/BGM Award - 2005 Korean Game Developers Summit
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